Ford

RACING 3

EMPIRE INTERACTIVE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52720-ANZ

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 90KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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CONTENTS

STARTING UP 2
CONTROLS 3
GETTING STARTED 5
THE GAME SCREEN 8
GAME TYPES 9
RACE TYPES 9
DRIVER RATING 10
OPTIONS MENU 10
CREDITS 12

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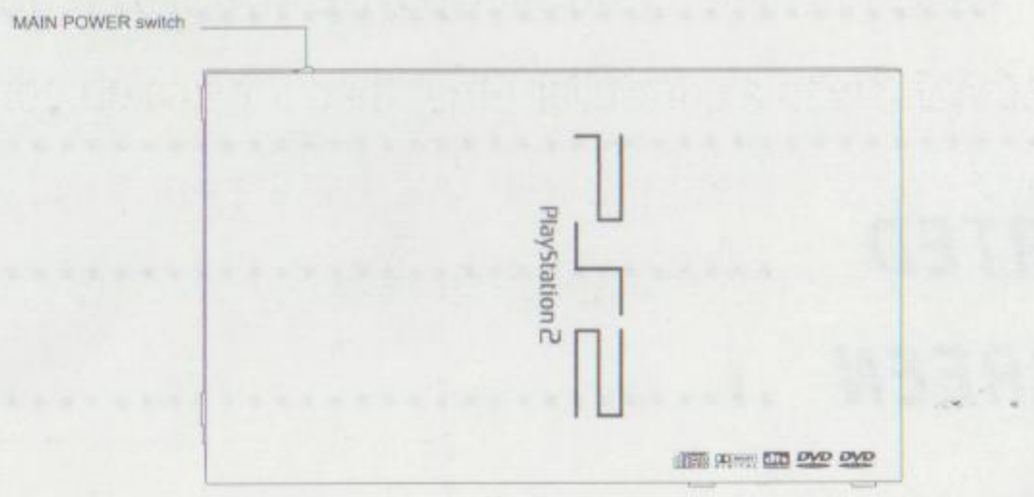
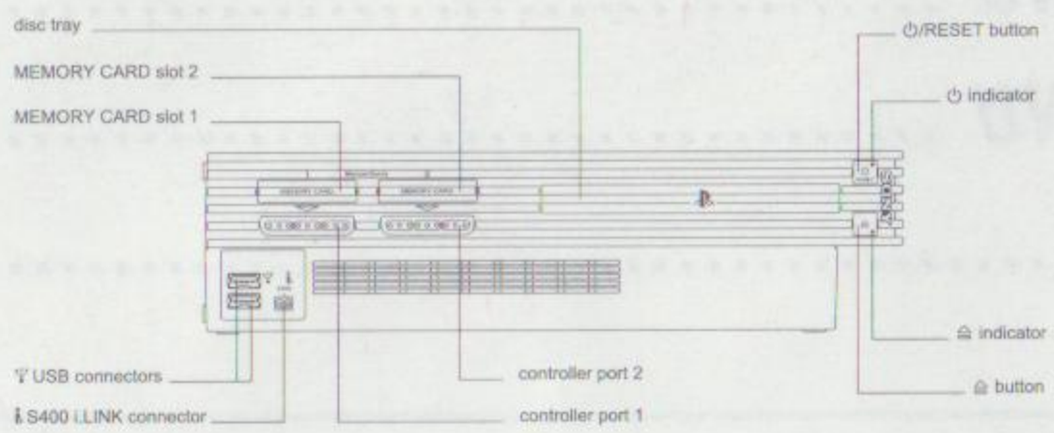
STARTING UP

PlayStation®2 [top down view]



PlayStation®2 [front panel]



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch, located on the back of the console, is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. Insert the ***FORD RACING 3*** disc on the disc tray with the label side facing up. Close the disc tray by pressing the ⏏ button. The ***FORD RACING 3*** disc will be recognised as a game disc, and the game will boot up automatically. Should the disc not boot-up automatically press the ⏻/RESET button on the console. Follow on-screen instructions and refer to this manual for information on using the software.

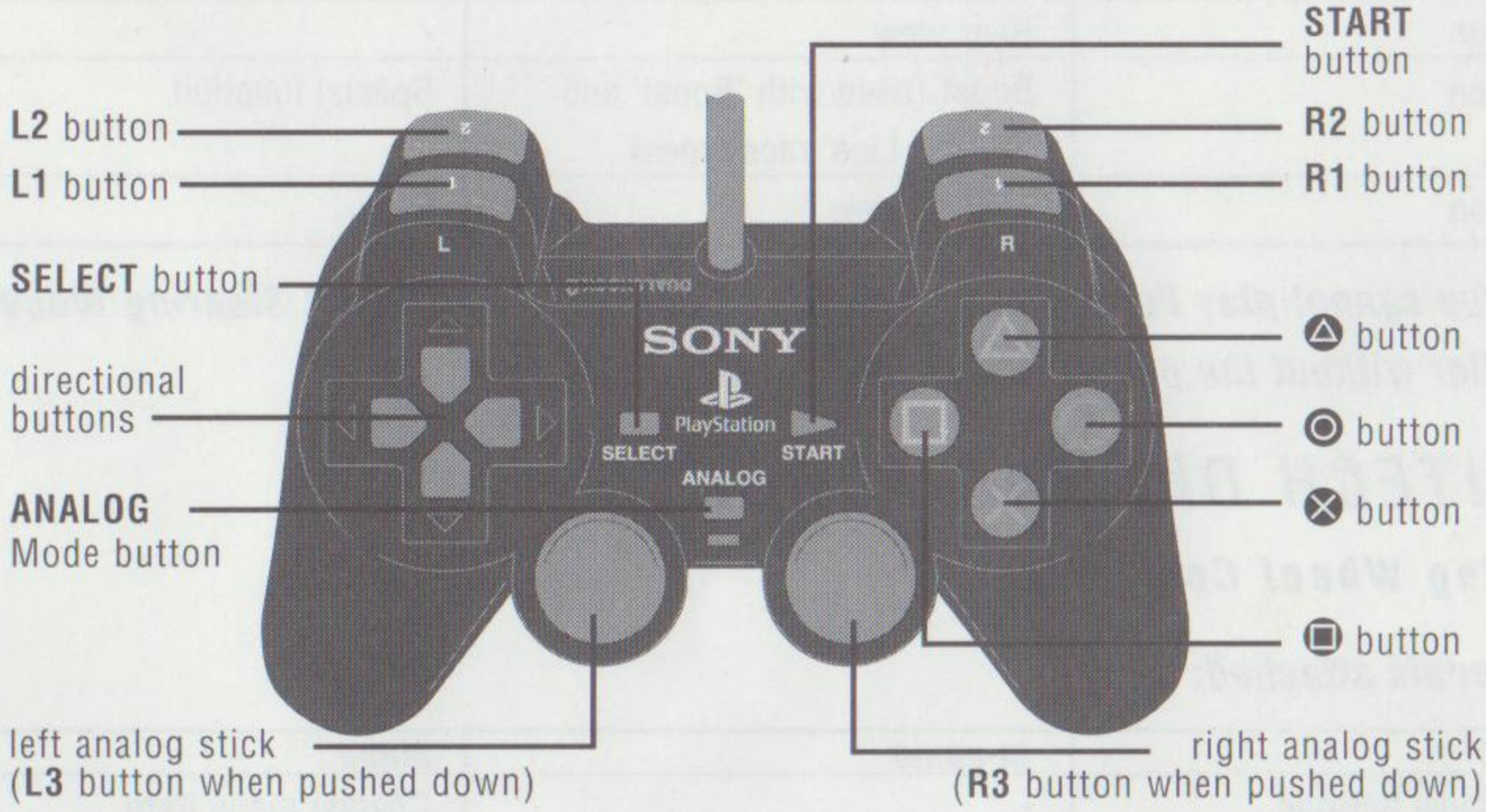
A memory card (8MB) (for PlayStation®2) with at least 90KB of free space is required to save game data. Please note: only MEMORY CARD slot 1 is supported.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Warning: this title uses an Autosave feature. Insertion of a memory card (8MB) (for PlayStation®2) after boot-up may result in data being overwritten.

FORD RACING 3 supports 60Hz mode for TV's that can display a 60Hz signal. Select your preferred language from the language select screen displayed on boot-up. Choose from English, French, German, Spanish and Italian. After the language select screen you will be presented with the option to play ***FORD RACING 3*** in either 50Hz (default) or 60Hz mode. Select 60Hz to TEST the video mode. If the TEST screen appears correctly and in colour, your TV supports 60Hz. Select YES to continue. If there is a problem with the screen, your TV does not support 60Hz. Select NO to continue with 50Hz mode. Alternatively, you will be taken back to the mode select screen after 10 seconds. Please note this information is not saved to the memory card (8MB) (for PlayStation®2).

CONTROLS

FORD RACING 3 can be played in one-player or two-player mode using an analog controller (DUALSHOCK®2) or USB steering wheel controller. ***FORD RACING 3*** does not support a digital controller. To play ***FORD RACING 3*** with a controller other than the analog controller (DUALSHOCK®2), enter the Controls menu and choose the controller you want to use. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.



Note: these are the controls for the analog controller (DUALSHOCK®2). If FORD RACING 3 is started with just a GT FORCE™ or DRIVING FORCE™ inserted then it will default to that controller.

ANALOG CONTROLLER(DUALSHOCK®2)

Note: This is the default button configuration (Mapping A) for the analog controller (DUALSHOCK®2) and is arranged for driving with automatic gears selected. If you prefer to drive with manual gears then you may prefer to select Mapping B from the Button Configuration menu (see Options Menu / Controls).

Button	*In-game*	*Menu*
Directional buttons / left analog stick (left / right)	Steer	Menu left / right
Directional buttons / left analog stick (up / down)	-	Menu up / down
⊗ button	Accelerate	Accept
right analog stick (up)	Accelerate	-
▣ button	Brake / Reverse	-
right analog stick (down)	Brake / Reverse	-
△ button	Shift up	Back
○ button	Shift down	Special function
R1 button	Handbrake	Menu up
L1 button	Rear view	Menu down
R2 button	Boost (used with 'Boost' and 'Racing Line' race types)	-
L2 button	Change view	-
START button	Pause game	Accept

LOGITECH GT FORCE™

Steering Wheel Controller

Button	*In-game*	*Menu*
Steering Wheel	Steer	Menu left / right
Accelerator Pedal	Accelerate	Accept
Brake Pedal	Brake / Reverse	-
Right Paddle	Shift up	Menu up
Left Paddle	Shift down	Menu down
Y button	Pause game	Accept
X button	Rear view	-
B button	Boost (used with 'Boost' and 'Racing Line' race types)	Special function
A button	Change view	Back

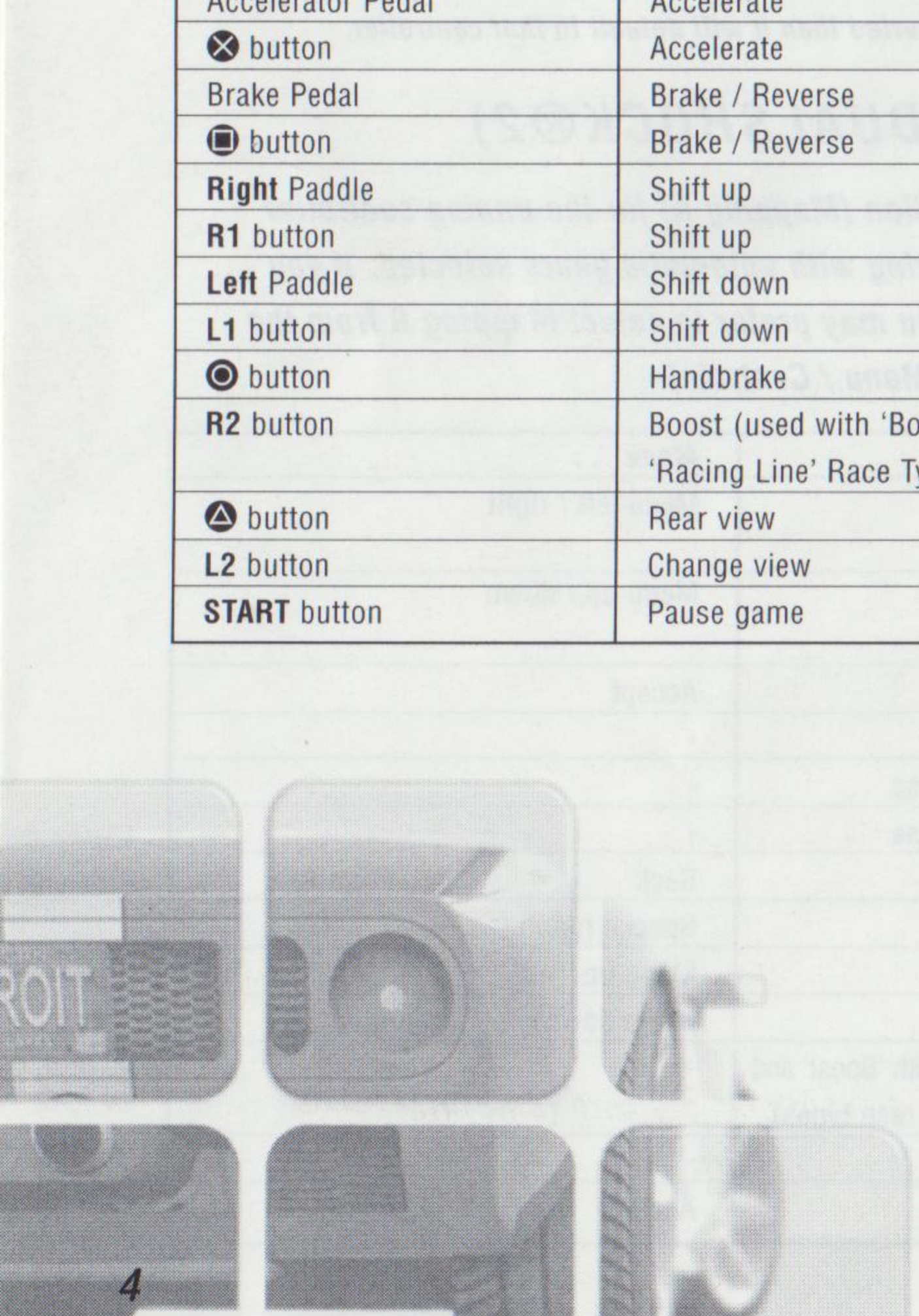
Note: You cannot play Ford Racing 3 on the LOGITECH GT FORCE™ Steering Wheel Controller without the pedals attached.

LOGITECH DRIVING FORCE™

Steering Wheel Controller

With Pedals attached:

Button	*In-game*	*Menu*
Directional buttons	-	Change menu item
Steering Wheel	Steer	Menu left / right
Accelerator Pedal	Accelerate	Accept
⊗ button	Accelerate	Accept
Brake Pedal	Brake / Reverse	-
▣ button	Brake / Reverse	-
Right Paddle	Shift up	Menu up
R1 button	Shift up	Menu up
Left Paddle	Shift down	Menu down
L1 button	Shift down	Menu down
◎ button	Handbrake	Special function
R2 button	Boost (used with 'Boost' and 'Racing Line' Race Types)	-
△ button	Rear view	Back
L2 button	Change view	-
START button	Pause game	Accept



Without Pedals attached:

Button	***In-game***	***Menu***
Directional buttons	-	Change menu item
Steering wheel	Steer	Menu left / right
Right paddle	Accelerate	Accept
⊗ button	Accelerate	Accept
Left paddle	Brake / Reverse	-
▣ button	Brake / Reverse	-
R1 button	Shift up	Menu up
L1 button	Shift down	Menu down
◉ button	Handbrake	Special function
R2 button	Boost (used with 'Boost' and 'Racing Line' Race Types)	-
△ button	Rear view	Back
L2 button	Change view	-
START button	Pause game	Accept

USB Connector: If you are using 2 USB controllers to play Multiplayer, please note that the upper USB connector will be Player 1 and the lower USB connector will be Player 2.

GETTING STARTED

Welcome to ***Ford Racing 3***! This game puts you in the driving seat of a wide range of real Ford vehicles, from world-changing legends like the Model T to future classics like the spectacular new 2005 Mustang GT.

As well as road-going classic and modern cars we've also included rugged off-road trucks, famous cars from the movies and amazing concept vehicles like the Mustang GT-R Concept.

DRIVER PROFILE MENU

Your Driver Profile contains your progress, best lap times and various other statistics. When the game is started up you will see the Driver Profile menu.

Note: you will not be able to back out of this menu if you access it from the Main Menu.

The top three items in this menu are the three available Driver Profiles. Select an empty slot to create a new Driver Profile or choose a Driver Profile to continue an existing game.

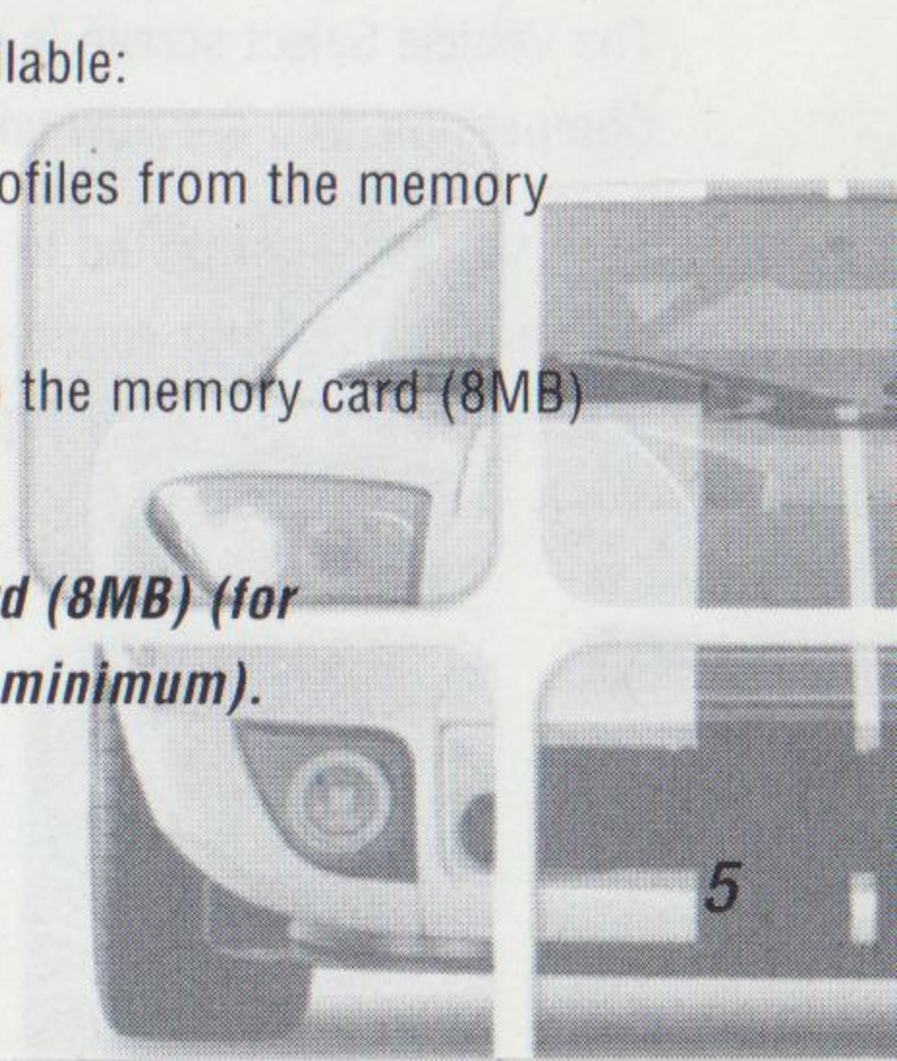
You can overwrite an existing Driver Profile by highlighting it and pressing the ◉ button.

In addition to these 3 items the following menu options are available:

LOAD PROFILES – load a group of 3 previously saved Driver Profiles from the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1

SAVE PROFILES – save the current group of 3 Driver Profiles to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1

Note: make sure there is sufficient space on your memory card (8MB) (for PlayStation®2) before commencing play (save file size 90KB minimum).



MAIN MENU

When you have established your Driver Profile you will see the Main Menu:

QUICK RACE – a one-off race with no rewards

SINGLE PLAYER – this is the main section of the game and allows new Vehicles, Tracks and Race Types to be won

MULTIPLAYER – race in split screen against a human opponent using Vehicles, Tracks and Race Types that have been won in Single Player

OPTIONS – adjust controller and game settings: see the Options Menu section of this manual

SAVE GAME – save the current Driver Profile to the memory card (8MB) (for PlayStation,2) in MEMORY CARD slot 1

Note: during Multiplayer games on a standard (4:3) TV, the screen is split showing Player One at the top and Player Two at the bottom. On a widescreen (16:9) TV, the screen is split showing Player One on the left and Player Two on the right.

SINGLE PLAYER MENU

Entering the Single Player section of the game brings up the Single Player menu:

FORD COMPETITION – compete in 14 different Competitions to win Trophies, Cars, Race Types and Tracks; see the Game Types section of this manual for full details

FORD CHALLENGE – complete Challenges to win new Vehicles, Tracks and Race Types; see the Game Types section of this manual for full details

FORD COLLECTION – complete Collection races to win trophies; see the Game Types section of this manual for full details

DRIVER DETAILS – view statistics, records and trophies for the current driver

RACE SETUP MENUS

If you choose **FORD COMPETITION** then you are taken to the Competition Selection screen. Here you can choose to enter one of the available Competitions. Selecting a Competition takes you to the Competition Overview screen. This screen displays the selected Competition's details and allows you to enter that Competition.

The Vehicle Select screen is next. Here you can choose the vehicle that you wish to use in the Competition. You are now taken through the Competition and Round Introduction screens.

After you have competed in a round you are taken through the Race Results screens. These screens display your round result and your overall progress through the Competition. At the end of each round, Race Types and Tracks are collected.

When you have competed in all of the Competition rounds you are taken through the Competition Results screens and then, if you have done well, it is onto the Competition Rewards screens where your prizes get unlocked!

If you choose ***FORD CHALLENGE*** then Race Setup consists of two screens: Challenge Theme Select and Challenge Select. You cannot change your vehicle type in Challenge races. When you have chosen a Challenge then you enter the Pre-Race menu.

If you choose ***FORD COLLECTION*** then Race Setup consists of three screens: Race Type Select, Vehicle Select and finally Track Select.

Race Type Select allows you to choose the type of race you want to take part in; see the Race Types section of this manual for full details.

Vehicle Select allows you to choose the vehicle theme and then the vehicle you want to race, many vehicles have 4 alternate colour schemes that you can choose between by pressing the ◉ button. Vehicle statistics are also shown on this screen:

SPEED – the maximum straight-line speed that the vehicle is capable of

HANDLING – how easy the vehicle is to control and how well it gets round corners

ACCELERATION – how quickly the vehicle accelerates from rest to maximum speed

WEIGHT – how heavy the vehicle is (and how resilient it is to impacts with other vehicles!)

Track Select allows you to choose the track theme and then the track you race on, note that your choice of vehicle may determine what track you can choose: road cars cannot drive on off-road tracks and off-road vehicles can drive anywhere!

When you have made your choices in these screens then the last screen you see before entering the race is the Pre-Race menu.

PRE-RACE MENU

Challenge games and certain Race Types only allow you to adjust ***DIFFICULTY*** in the Pre-Race menu, but Collection races may allow you to adjust some extra items:

LAPS – choose the number of laps in the race from ***1*** to ***9***

OPPONENTS – choose the number of opponent vehicles from ***1*** to ***5***

OPPONENT VEHICLES – choose the type of opponent vehicles between ***MIX*** (a mix of vehicle types) and ***MATCH*** (the same vehicle as yours)

DIFFICULTY – adjust the difficulty setting between ***EASY***, ***MEDIUM*** and ***HARD***

LET'S RACE! – choose this to start the race!

THE GAME SCREEN

You can switch between three different views during the race by pressing the **L2** button; Bumper View gives you the maximum sensation of speed and the two Chase Views give you a detached perspective view from behind your vehicle.

POSITION – your current position/the total number of vehicles in the race

RACE ACTION ICON – indicate driving manoeuvres (see below)

TRACK MAP – a map of the track (the red dot is you, the blue dots are your opponents)

LAP – your current lap/the total number of laps in the race

LAP – your current lap time

LAST – your previous lap time

BEST – the best lap time for your vehicle's class

TACHOMETER – your engine RPM

GEAR – the gear that your vehicle is currently in

SPEEDOMETER – your current speed

Note: the above is for modern vehicles in Standard races. Different vehicles and Race Types may have elements that are modified, added or removed.

Race Action Icons appear on screen when the player performs certain driving manoeuvres. The icons measure and record the duration/distance a manoeuvre has been performed for. The icons display the session's best result in brackets alongside the current score. The best ever results are recorded in the records section of the player's driver details.

There are three types of Race Action Icons:

Drift Icon - measures the distance the vehicle has drifted for.

Wheel Spin Icon – measures the number of seconds the vehicle has wheel spun for.

Air Icon – measures the distance the vehicle has been off the ground for.

PAUSE MENU

Press the ***START*** button at any time during a race to pause the game and view the Pause menu:

CONTINUE – return to the race

RESTART – restart the current race

RACE RULES – an overview of the current race's rules

OPTIONS – adjust display and audio settings: see the Options Menu section of this manual

END RACE – retire from the current race and go to the Race Over menu

RACE OVER MENU

At the end of every race, you will see a breakdown of your results and you may be awarded new Vehicles, Tracks, Race Types or Trophies. The Race Over menu appears after this and consists of the following:

VIEW REPLAY – view a replay of the race

RETRY – retry the race

EXIT – exit to the Race Setup menus

GAME TYPES

FORD RACING 3 features three different Game Types: ***FORD COMPETITION, FORD CHALLENGE***, and ***FORD COLLECTION***.

FORD COMPETITION consists of 14 uniquely themed competitions that when won unlock Competition Cups, Vehicles, Tracks and Race Types.

FORD CHALLENGE consists of a series of pre-determined races and driving challenges that, when won, open the challenge's Vehicle, Track and Race Type for your ***FORD COLLECTION***.

FORD COLLECTION allows you to use the Vehicles, Tracks and Race Types that you have won in the ***FORD CHALLENGE*** and ***FORD COMPETITION*** games, to create your own races.

RACE TYPES

FORD RACING 3 features 11 different Race Types that are collected as you complete ***Ford Challenge*** and ***Ford Competition*** games:

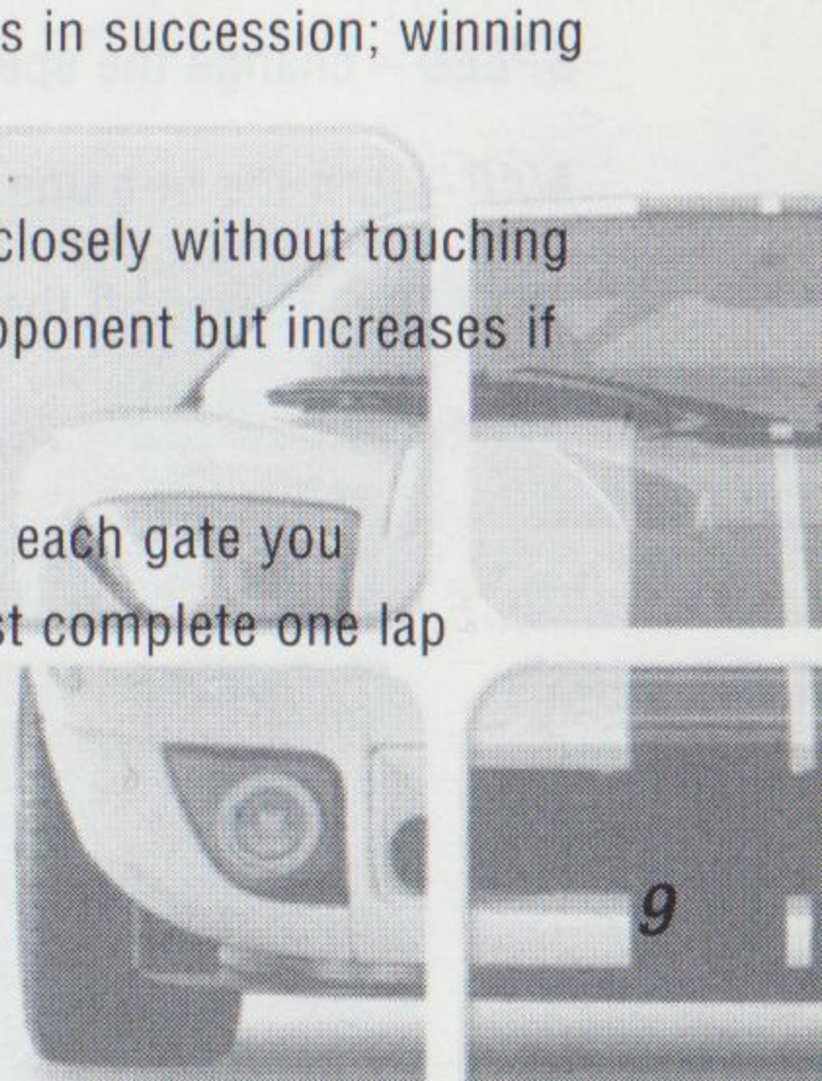
STANDARD – a race for first place against 1 to 5 opponents over 1 to 9 laps

ELIMINATION – a race against 5 opponents over 3 laps, the last two vehicles are knocked out on each of the first two laps, the final lap is a head to head race to the finish!

DUEL – a 3 lap race in which you have to duel against 5 challengers in succession; winning each lap starts the next with a new set of opponents

DRAFTING – you must get behind your opponent and follow them closely without touching them, the power bar on the screen decreases as you follow your opponent but increases if you hit them

DRIVING SKILLS – there are gates positioned around the track and each gate you successfully pass through adds 1 second to a countdown; you must complete one lap before the countdown ends



SECONDS OUT – collect the required number of bonuses from around the track, while completing a lap of the track within the stated time limit

RACING LINE – your opponents have more power than you; use your boost to keep up with them. Charge your boost by driving on the racing line

TIME ATTACK – it's just you against the track: can you beat the target time?

BOOST - you get two boosts per lap; use them wisely!

RELAY - get the baton around the track three times to win. How quickly can you transfer the baton?

OVERTAKE - overtake the required number of vehicles before the time runs out. Hit them and you will receive a time penalty!

Note: only STANDARD, ELIMINATION, BOOST, and RELAY races are available in Multiplayer.

DRIVER RATING

Successfully completing **FORD CHALLENGES** and **FORD COMPETITIONS** earns you Driver Rating points. The more driver rating points you have, the better your Driver Rating will be. To achieve the top ranking of **FORD LEGEND**, you must complete all of the **FORD CHALLENGES** on hard and come first in all of the **FORD COMPETITIONS**.

OPTIONS MENU

The Options menu allows you to adjust game settings to suit your needs:

GAME

AUTOSAVE – we recommend that **AUTOSAVE** is turned **ON** to ensure that your progress and records are automatically saved at the end of each race

GEARS – choose ***MANUAL*** transmission for extra control over acceleration and engine braking

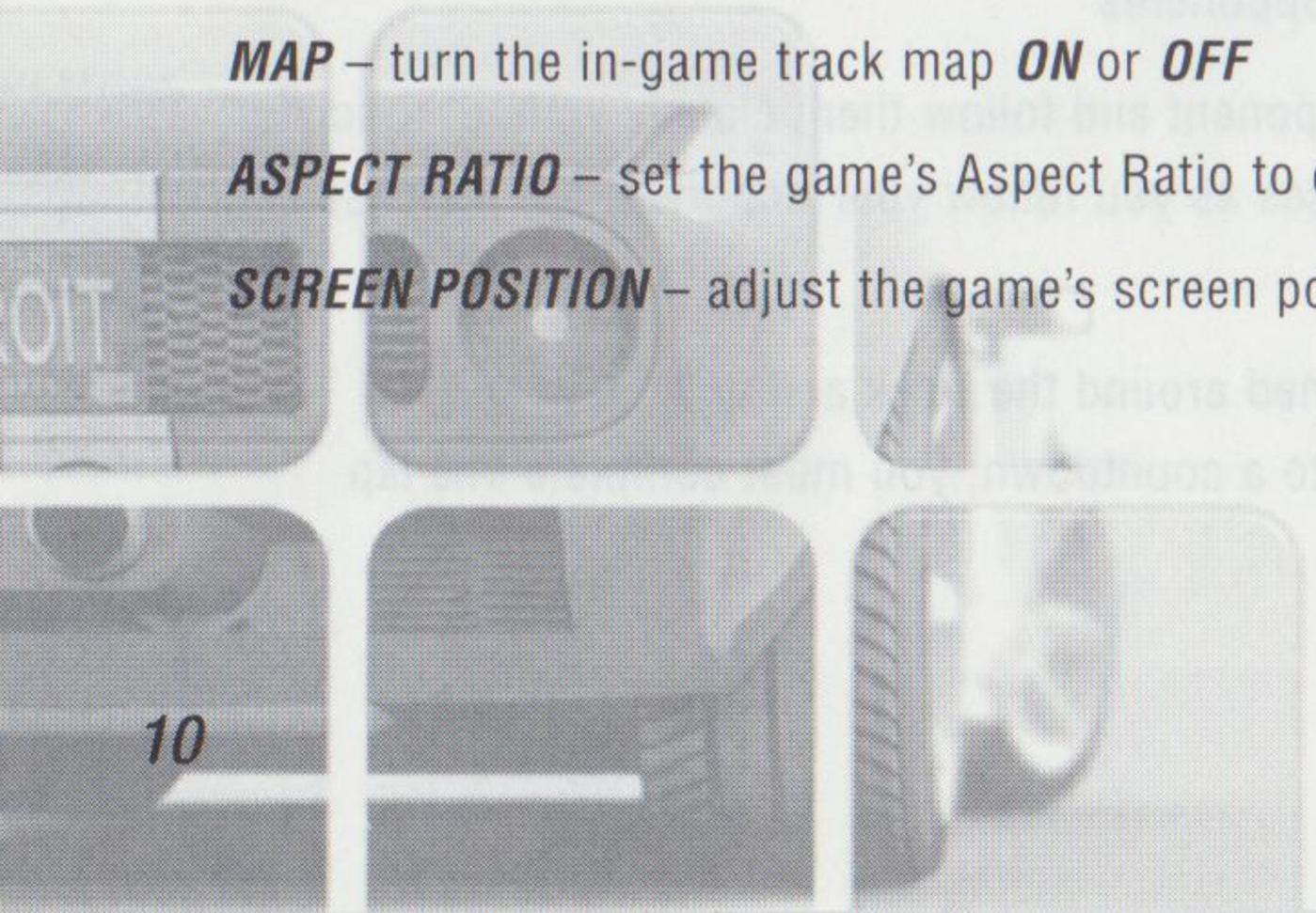
DISPLAY

SPEED – change the speed readout between Kilometres or Miles Per Hour

MAP – turn the in-game track map ***ON*** or ***OFF***

ASPECT RATIO – set the game's Aspect Ratio to either 16:9 or 4:3 to suit your TV

SCREEN POSITION – adjust the game's screen position to fit your TV screen better



AUDIO

MENU MUSIC – adjust the volume of the music in the menus

RACE MUSIC – adjust the volume of the music in the game

ENGINE / EFFECTS – adjust the volume of the sound effects and engine sounds in both the game and the menus

SPEECH – adjust the volume of the speech in both the game and the menus

MONO/STEREO – set mono or stereo output to suit your audio system

DOLBY PRO LOGIC II – turn Dolby Pro Logic II output ***ON*** or ***OFF*** (This option is linked to the ***MONO/STEREO*** option. Turning Dolby Pro Logic II ***ON*** will automatically disable the ***MONO/STEREO*** option)

Note: Your audio system must have a Dolby Pro Logic II compatible decoder to use this feature. Please refer to the manufacturer's instruction manual for details of how to enable Dolby Pro Logic II.

CONTROLS

The Control options appear after you have chosen either ***PLAYER 1*** (controller port 1) or ***PLAYER 2*** (controller port 2).

CONTROLLER – choose between analog controller (DUALSHOCK®2), Steering Wheel, GT FORCE™ or DRIVING FORCE™ controllers

BUTTON CONFIGURATION – choose between different preset controller configurations

SETTINGS – enter the Settings sub-menu; this changes depending on the controller type.

For analog controller (DUALSHOCK®2):

VIBRATION – turn the analog controller (DUALSHOCK®2) vibration function ***ON*** or ***OFF***

ANALOG BUTTONS – turn Analog Button pressure sensitivity ***ON*** or ***OFF*** for steering, accelerate and brake

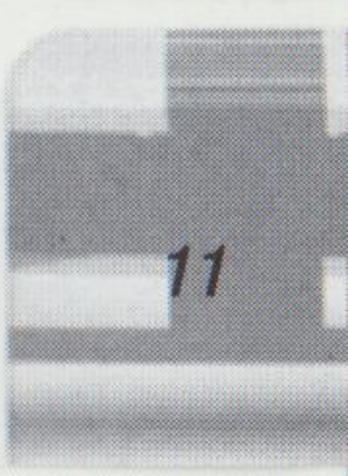
For ***GT FORCE™*** or ***DRIVING FORCE™***:

FORCE FEEDBACK – turn the force feedback feature ***ON*** or ***OFF***

STRENGTH – set the level of force feedback

CREDITS

Choose this option to view the game credits.



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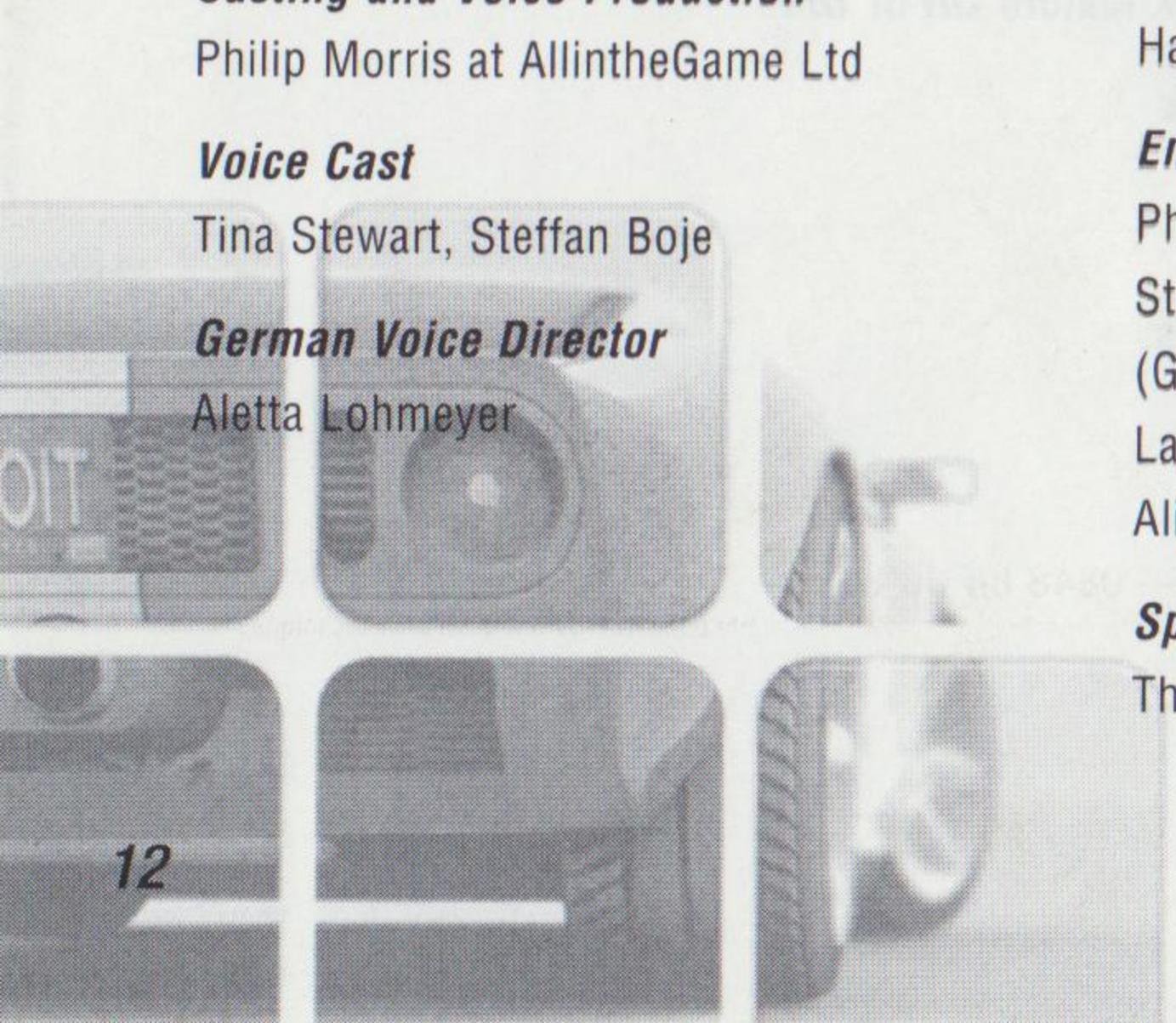

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• Belgique/België/Belgien — **011 516 406**

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• Danmark — **70 33 70 00**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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